XtremeProjection™ Series Model X-200i

Active 3D Home Theater Projector

Quick Setup Guide

WARNING

IMPORTANT HEALTH AND SAFETY INFORMATION FOR 3D VIEWING: Please read and make sure you understand the following safety information before using the product for viewing 3D content. Provide this information to the end users of this product and ensure that they understand it.

It is widely recognized that stereographic display devices can cause discomfort, including, without limitation, dizziness, nausea, headaches, eye fatigue and eye-strain, in some individuals. The 3D effect and experience will vary by individual, depending on a variety of factors, including his or her health and vision. Runco recommends that users take regular breaks when watching 3D video or playing games using stereoscopic displays. Discontinue use if any discomfort occurs. Parents of young children should ensure their children avoid extensive exposure to electronic stereographic entertainment.

The quality and appropriateness of the 3D screen materials onto which the image is projected and the quality of the 3D content being displayed both have a significant and noticeable impact on the overall 3D experience. A properly-calibrated projection system, including glasses and an optimized third-party screen, displaying high-quality 3D content is the best formula for immersive and comfortable 3D experiences. Please refer to the ***X-200i Series Installation/Operation Manual*** *for proper projector installation and usage instructions.*

The glasses that accompany this product are not safe to use as sunglasses, protective eyewear or any use outdoors or other than only in conjunction with the proper operation of the Runco product with which they are sold. It is common to dim the lights in a home theater. Using 3D glasses and the immersive imagery of stereoscopic imagery can increase the risk of tripping or falling the dark. Special care should be taken.

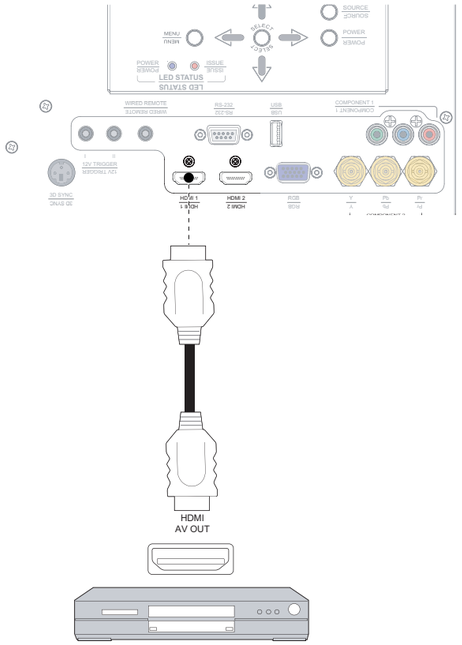
Do not tilt your head while using the 3D glasses.

Installation Overview

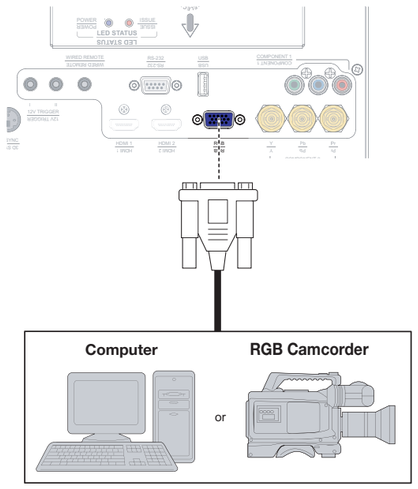
Step	Procedure	For Details, Refer to This Page in the *X-200i Series Installation/ Operation Manual*
1	Choose a location for the projector	16
2	Install CineWide lens mounting assembly (stationary base plate or AutoScope lens motor – optional)	23
3	Mount the projector	28
4	Connect signal sources to the X-200i	30
5	Connect external controller to RS-232 port; connect IR repeater system to wired remote input (optional)	33
6	Connect 12-volt trigger output to retractable screen or other, +12V trigger-activated equipment (optional)	34
7	Connect the Active 3D Emitter to the projector	35
8	Apply power to the projector	35
9	Primary lens adjustments: projected image size (zoom), position (shift) and focus	19, 37
10	Change the OSD Language (optional)	38
11	For rear-screen and/or ceiling-mount installations, select the proper picture orientation	39
12	Install and adjust secondary anamorphic lens (optional)	39
13	Projector calibration: adjust the following ***for each input***; save settings when finished: • Aspect ratio • Brightness • Contrast • Color level • Tint • Input position	52
14	Prepare Active 3D Glasses for use and test with 3D source material	73

Connecting Sources to the Projector

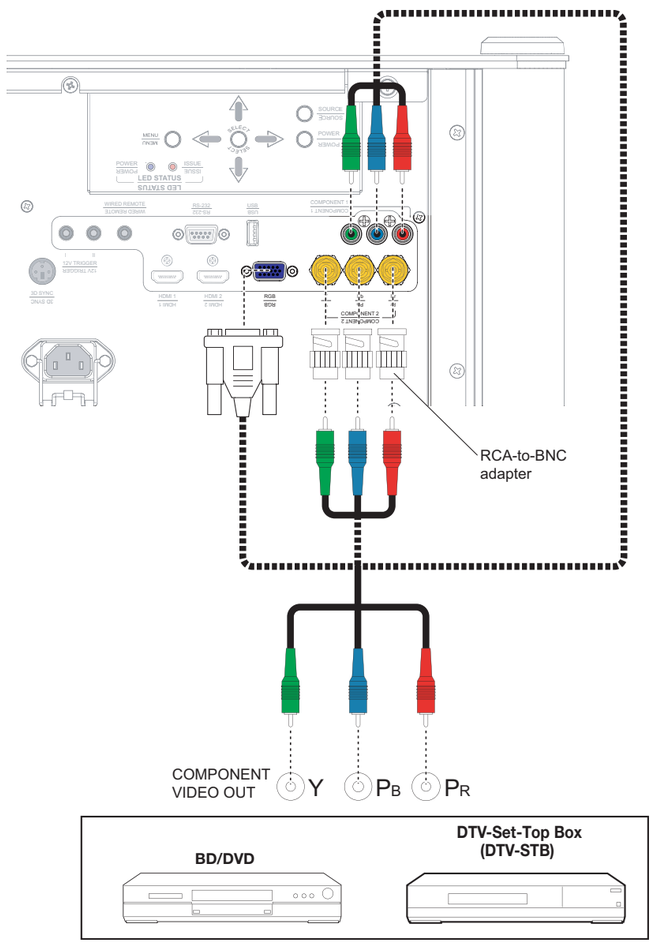
HDMI



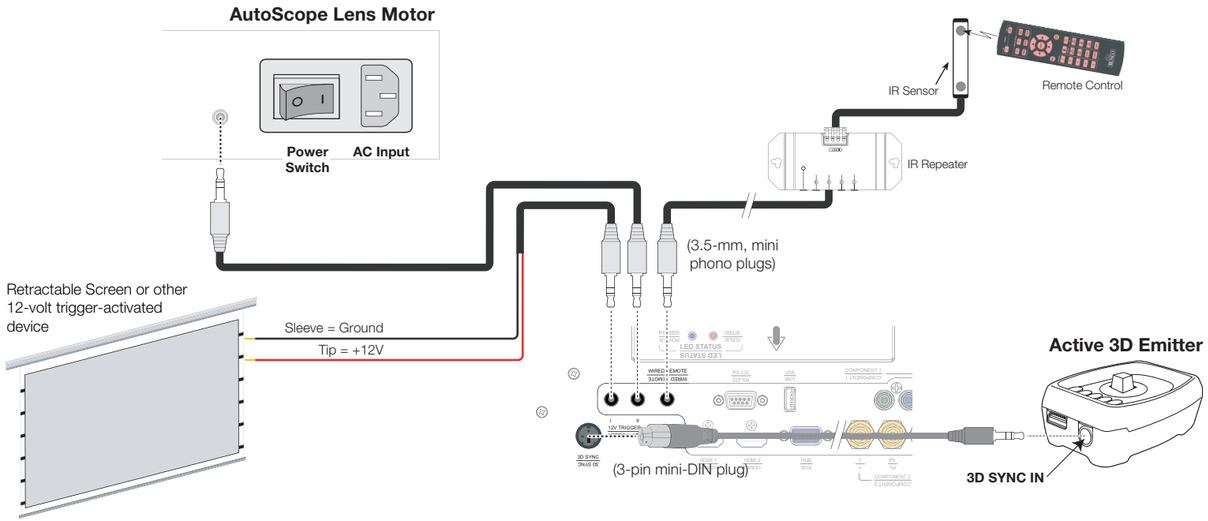
RGB Video



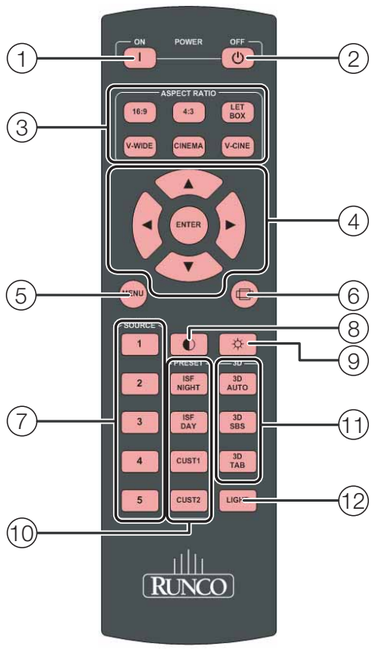
Component Video



Connecting Other Equipment to the Projector (optional)



Remote Control



1. **ON**
   Use this button to turn the projector on.
2. **OFF**
   Use this button to turn the projector off.
3. **Discrete Aspect Ratio Selection Buttons**
   Press one of these buttons to select an aspect ratio:

   16 : 9: For viewing 16:9 DVDs or HDTV programs in their native aspect ratio.
   4 : 3: Scales the input signal to fit 4:3 sources in the center of the screen.
   LETBOX (Letterbox): For viewing non-anamorphic (“full-screen”) DVDs on a 16:9 screen.
   V-WIDE (VirtualWide): Enlarges a 4:3 image horizontally in a non-linear fashion to fit a 16:9 full screen display.
   CINEMA: For viewing 2.35:1 source material.
   V-CINE (Virtual Cinema): For viewing 16:9 source material on a 2.35:1 screen.
4. **Cursor Keys (▲, ◀, ▼, ▶)**
   Use these buttons to select items or settings, adjust settings or switch display patterns.

   ENTER
   Press to select a highlighted menu item or confirm a changed setting.
5. **MENU**
   Press this button to show or hide the OSD controls.
6. **Aspect Ratio Selection Button**
   Press this button repeatedly to select an aspect ratio.
7. **Source Selection Buttons (1-5):**
   Press to select a video source. These buttons are assigned as follows: 1 = HDMI 1;
   2 = HDMI 2; 3 = Component 1; 4 = Component 2;
   5 = RGB.
8. **Contrast**
   Press to adjust white level.
9. **Brightness**
   Press to adjust black level.
10. **Memory Preset Buttons:**

    ISF NIGHT
    Press to recall settings for the current input from the “ISF Night” memory preset.

    ISF DAY
    Press to recall settings for the current input from the “ISF Day” memory preset.

    CUST 1
    Press to recall settings for the current input from the “Custom 1” memory preset.

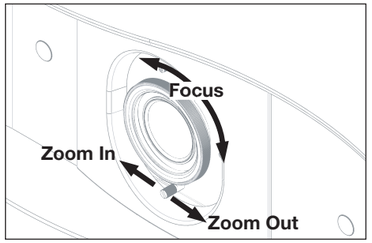
    CUST 2
    Press to recall settings for the current input from the “Custom 2” memory preset.
11. **3D Mode Selection Buttons:**

    3D AUTO
    Press to set the 3D Mode to **Auto**.

    3D SBS (Side-by-Side)
    Press to set the 3D Mode to **3D Side-by-Side**.

    3D TAB (Top-and-Bottom)
    Press to set the 3D Mode to **3D Top-and-Bottom**.
12. **LIGHT**
    Press momentarily to activate remote backlighting.

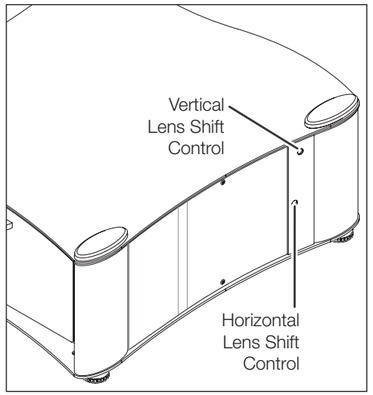
Lens Adjustments



Focus
To focus the projected image, grasp the lens by the front ring and rotate it.

Zoom
To make the picture smaller (zoom out) or larger (zoom in), slide the zoom control in the direction shown at left.

To lock the position of the lens, tighten the knob with a flat-blade screwdriver.



Vertical Lens Shift
To shift the projected image vertically, first ensure that the lens lock is not engaged. Insert the provided hex wrench into the vertical lens shift adjuster on the side of the projector. Then, turn the wrench to shift the lens in the desired direction.

Horizontal Lens Shift
To shift the projected image horizontally, first ensure that the lens lock is not engaged. Insert the provided hex wrench into the horizontal lens shift adjuster at the top of the projector. Then, turn the wrench to shift the lens in the desired direction.

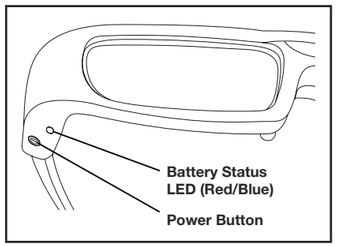
Caution

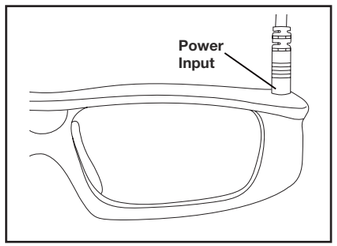
Do not attempt any lens adjustments when the lens lock is engaged. *Doing so may cause damage to the zoom or lens shift mechanisms.*

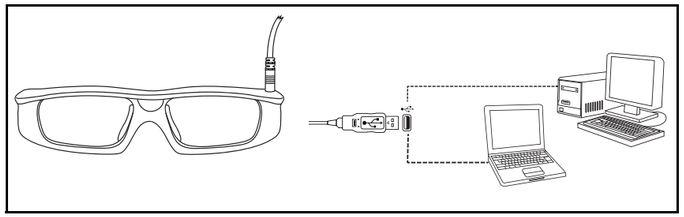
WARNING

THE LENS SHIFT MECHANISM CAN BE DAMAGED BY EXCESSIVE FORCE. *Do not attempt to move the primary lens beyond its normal adjustment range.*

Using the Active 3D Glasses







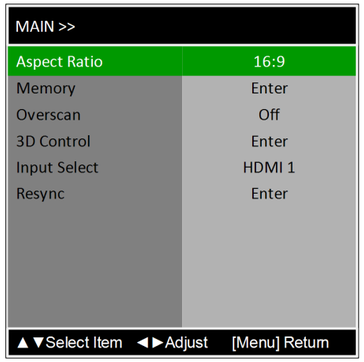
- **Battery Status LED**
  Indicates battery charge state when glasses are turned on, as follows:
  = Fully Charged (12 - 15 hrs. left)
  = 50% Charged (approx. 4 hrs. left)
  = 30% Charged (approx. 2 hrs. left)
  = ≤10% Charged (must charge glasses before further use)
- **Power Button**
  Press to turn the glasses on or off.
- **Power Input**
  To chazrge the glasses, connect this input to your PC or other USB power source, using the included charging cable.

Charging the 3D Glasses
The glasses must be fully charged before first use and whenever the Battery Status LED flashes red once every couple of seconds. Charging takes approximately five hours.

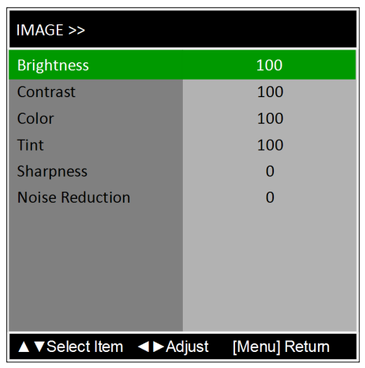
1. Attach one end of the supplied charging cable to the Power Input above the left lens on the glasses.
2. Attach the other end of the cable to any USB “A” port on a USB hub, personal computer or display device. The Battery Status LED lights solid red while the battery is charging.
3. When the Battery Status LED lights solid blue, the battery is fully charged. You can disconnect the glasses from the power source.

OSD Menu Tree

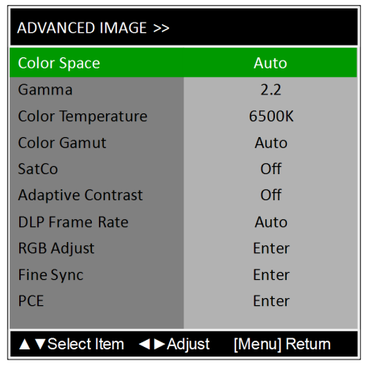
Note: Default settings appear in **bold type**.



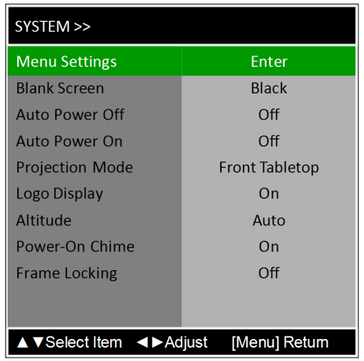
Aspect Ratio	**16:9**, Letterbox, 4:3, VirtualWide, Cinema or Virtual Cinema
Memory	Recall Memory
	Save Memory
	Save ISF
Overscan	**Off**, Crop or Zoom
3D Control	3D Mode
	Enable DLP Link
	L-R Swap
	Dark Time
	Sync Delay
	1080p24 Output
	3D Test Pattern
Input Select	HDMI 1, HDMI 2, Comp. 1, Comp. 2 or RGB
Resync	(press ENTER to execute)



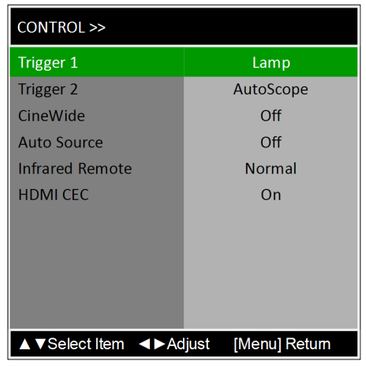
Brightness	0 ... **100** ... 200
Contrast	
Color	
Tint	
Sharpness	**0** ... 200
Noise Reduction	



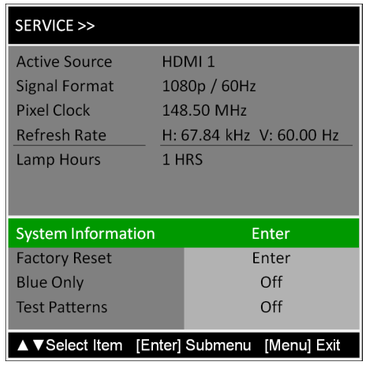
Color Space	**Auto**, REC709, REC601, RGB-PC or RGB-Video
Gamma	2.5, 2.35, **2.2**, 2.0 or 1.8
Color Temperature	5500K, **6500K**, 7500K, 9300K or Native
Color Gamut	**Auto**, REC709, SMPTE-C, EBU, Native or PCE
SatCo	On or **Off**
Adaptive Contrast	On or **Off**
DLP Frame Rate	**Auto**, 48 Hz, 50 Hz or 60 Hz
RGB Adjust	Red / Green / Blue Offset
	Red / Green / Blue Gain
Fine Sync	V. Position
	H. Position
	Phase
	Tracking
	Sync Level
PCE	Hue
	Saturation
	Level
	White Balance



Menu Settings	Language: **English**, Français, Deutsch, Italiano, Español, Svenska, 简体中文 (Simplified Chinese), 繁體中文 (Traditional Chinese), Português, Русский (Russian), 日本語 (Japanese) or 한국어 (Korean)
	Menu Position: Top Left, Top Right, Bottom Left, Bottom Right or **Center**
	Menu Transparency: 0% (opaque), **25%**, 50% or 75%
	Menu Display Time: Forever, 10 Seconds, **30 Seconds** or 60 Seconds
	Message Boxes: **On** or Off
Blank Screen	**Black**, Blue or White
Auto Power Off	On or **Off**
Auto Power On	
Projection Mode	**Front Tabletop**, Front Ceiling, Rear Tabletop or Rear Ceiling
Logo Display	**On** or Off
Altitude	**Auto** or High
Power On Chime	**On** or Off
Frame Locking	On or **Off**



Trigger 1	AutoScope, **Lamp**, 4:3, or RS-232
Trigger 2	**AutoScope**, Lamp, 4:3, or RS-232
CineWide	**Off**, CineWide or AutoScope
Auto Source	On or **Off**
Infrared Remote	**Normal**, Code 2 or Off
HDMI CEC	**On** or Off


SERVICE >>
Active Source HDMI 1
Signal Format 1080p / 60Hz
Pixel Clock 148.50 MHz
Refresh Rate H: 67.84 kHz V: 60.00 Hz
Lamp Hours 1 HRS
System Information Enter
Factory Reset Enter
Blue Only Off
Test Patterns Off
▲▼Select Item [Enter] Submenu [Menu] Exit

Active Source	(read-only)
Signal Format	
Pixel Clock	
Refresh Rate	
Lamp Hours	
System Information	Model Name (read-only)
	Serial Number
	Software Version
	FPGA Version
Factory Reset	Reset Everything? (Yes or **No**)
Blue Only	On or **Off**
Test Patterns	On or **Off**

Serial Communications

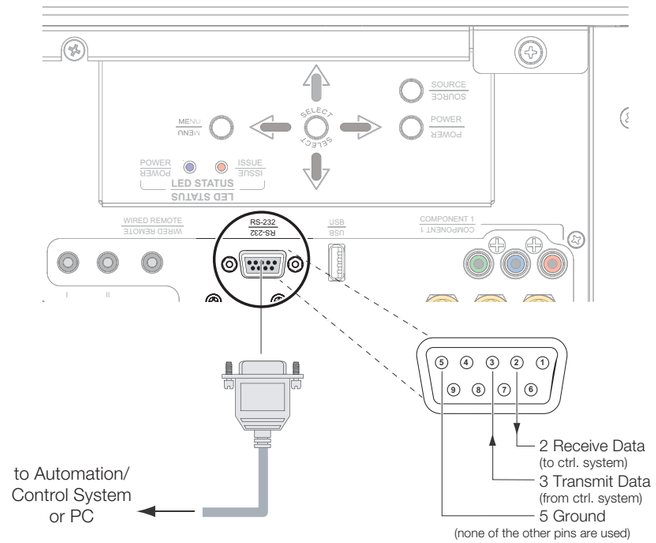
WARNING

Connect your control system or PC to the RS-232 input of the projector as shown in the diagram at right.

Configure the RS-232 controller or PC serial port as follows: 9,600 bps, no parity, 8 data bits, 1 stop bit and no flow control.

The following is a partial list of supported serial commands. For a complete list, refer to the ***X-200i Series Installation/Operation Manual****.*

All commands must be followed by a carriage return character.



Operation	Commands	Values	Notes
powon	(execute)		Power on command
powoff	(execute)		Power off command
3d.mode	= ?	0 = Auto 1 = Side-by-side 2 = Top-and-bottom 3 = Off	
3d.chswap	= ?	0 = Normal 1 = Reversed Eyes	
aspect	= ?	0 = 16:9 1 = Letterbox 2 = 4:3 3 = VirtualWide 4 = Cinema 5 = Virtual Cinema	
recall.mem	= ?	0 = Custom 1 1 = Custom 2 2 = ISF Day 3 = ISF Night 4 = Default	? only returns a value if ISF Day or ISF Night is active, otherwise it returns NA
save.mem	=	0 = Custom 1 1 = Custom 2	
save.isf	=	0 = ISF Day 1 = ISF Night	
brightness contrast saturation hue sharpness nr	= ?	0 - 200	Image menu settings.
overscan	= ?	0 = Off 1 = Crop 2 = Zoom	
input	= ?	0 = HDMI 1 1 = HDMI 2 2 = RGB 3 = YPrPb 1 4 = YPrPb 2	
resync	(execute)		
proj.mode	= ?	0 = Front Tabletop 1 = Front Ceiling 2 = Rear Tabletop 3 = Rear Ceiling	
trig1 trig2	= ?	0 = Lamp 3 = 4:3 4 = AutoScope 5 = RS232 6 = On 7 = Off	
osd.timer	= ?	0 = forever 1 = 10 sec. 2 = 30 sec. 3 = 60 sec.	
language	= ?	0 = English 1 = French 2 = German 3 = Italian 4 = Spanish 5 = Swedish 10= Portuguese 11 = Russian	OSD language only
cinewide	= ?	0 = Off 1 = CineWide 2 = AutoScope	
cal.text1 cal.text2 cal.text3	=	Up to 30 characters.	The X-200i start-up screen is customizable with three lines of text of up to 30 characters each. This text appears below the “CALIBRATED FOR:” text in the logo screen. The allowable characters are all numbers, letters (uppercase and lowercase), spaces, and symbols available in the ASCII code set.

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